

Legislation Text

File #: CM 21-466, Version: 1						
TO: Committee of the Whole - Public Sat	fety					
FROM: Mayor Angela Birney						
DEPARTMENT DIRECTOR CONTACT(S):						
Police	Chief Darrell Lowe		425-556-2521			
DEPARTMENT STAFF:						
Police	Tim Gately	Captain				

# TITLE:

Police Department One-Time Monies to Offset Costs Related to Criminal Justice Legislation (SB 5092)

# **OVERVIEW STATEMENT:**

This is for information only. A budget adjustment may be brought forward from Finance at a later date. As a result of the 2021-2023, State of Washington operating budget, the City of Redmond received approximately \$281,000 in one-time general funding to offset the costs of criminal justice-related legislation enacted between January 1, 2020, and June 20, 2021. The Police Department has identified less lethal equipment and training options to ensure compliance with appropriate police de-escalation techniques to include Taser upgrades, Bola Wrap, and Virtual Reality training systems.

□ Additional Background Information/Description of Proposal Attached

# **REQUESTED ACTION:**

**Receive Information** 

□ Provide Direction

□ Approve

### **REQUEST RATIONALE:**

- Relevant Plans/Policies: N/A
- Required: N/A
- Council Request: N/A
- Other Key Facts: N/A

### OUTCOMES:

The police department wants to ensure the safety of the community and staff when responding to critical incidents requiring appropriate de-escalation techniques while providing the most current and functional training and equipment. The department anticipates allocating these funds as follows:

- <u>BolaWrap</u>: The Wrap can safely & humanely restrain resisting subjects from a distance without relying on pain compliance and while keeping all involved safe. When used to control subjects in a mental or drug-impaired crisis, this tool enables officers to keep the community safe and get people the help they need without causing injury. <u>Link to BolaWrap website <https://wrap.com/bolawrap/></u>. (\$7,000)
- <u>Virtual Reality (VR)</u>: Axon VR Training provides comprehensive real-world training paired with Taser and other weapons systems to ensure training, coaching, and development for critical incidents. Empathy insights, critical thinking, analytical, and de-escalation skills training are provided. Officer preparedness and tools to identify and address the psychological impacts of the public safety profession are addressed. <u>Link to Axon VR Training</u> website <a href="https://www.axon.com/training/vr">https://www.axon.com/training/vr</a>. (\$83,000)
- <u>Taser 7 upgrades:</u> Upgrading to Axon Taser 7 provides for the must current platform, integrates with use/training records, and integrates with the Virtual Reality training system. <u>Link to Taser 7 website</u>
  <u><https://www.axon.com/products/taser-7></u>. (\$191,000)

### COMMUNITY/STAKEHOLDER OUTREACH AND INVOLVEMENT:

- Timeline (previous or planned): N/A
- Outreach Methods and Results: N/A
- Feedback Summary: N/A

### **BUDGET IMPACT**:

<b>Total Cost:</b> \$281,000			
Approved in current biennial budget:	□ Yes	🛛 No	□ N/A
Budget Offer Number: Was not included in adopted budget.			
<b>Budget Priority</b> : Safe & Resilient			
<b>Other budget impacts or additional costs:</b> <i>If yes, explain</i> : N/A	□ Yes	🛛 No	□ N/A

# Funding source(s):

State of Washington Operating Budget, SB 5092 (2021-2023 Operating Budget, Section 739, page 507).

### **Budget/Funding Constraints:**

Distributed in July 2021 must be used to offset costs generated by law enforcement and criminal justice-related legislation enacted between January 1, 2020, and June 30, 2021. Finance may bring forward a budget adjustment for the revenue and expense in 2022.

# □ Additional budget details attached

### **COUNCIL REVIEW**:

Previous Contact(s)

Date	Meeting	Requested Action
N/A	Item has not been presented to Council	N/A

### Proposed Upcoming Contact(s)

Date	Meeting	Requested Action
N/A	None proposed at this time	N/A

### **Time Constraints:**

N/A

### **ANTICIPATED RESULT IF NOT APPROVED:**

N/A

### ATTACHMENTS:

N/A